

EDUCATION

University of California, Riverside
BS Computer Science 2019

June 2019

SKILLS

PROGRAMMING: C++, Javascript, HTML5, CSS3, python

FRAMEWORKS & TOOLS: Git, Bootstrap, jQuery, Unity, LaTeX

SOFTWARE: Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Figma

COURSEWORK: Data Mining and Machine Learning, Database Management Systems, Information Retrieval, Virtual Reality, Senior Design in Graphics

EMPLOYMENT

ZYBOOKS · **Content & Research Intern** · Riverside, CA

June 2018 to Current

- Develop interactive learning content for STEM courses; Zybooks interactive textbooks are used by millions of students around the world
- Review content to ensure clarity and conciseness for deployment
- Collecting data and researching how utilizing zyBook in a classroom affect students

VACO · **Google Cloud Platform Student Innovator**

Aug. 2018 to June 2019

- Lead workshops at major university events; promote Google cloud technologies and APIs by guiding students in their technical projects
- Organized 10+ events with over 1000+ attendees, providing students with the tools and knowledge of Google cloud technologies
- Coordinated with student organizations across campus to deliver workshops to students with diverse academic backgrounds

PROJECTS

NOTHING IS SACRED

- Developed a real time strategy game where you play as a black market smuggler who is trying to build an empire without being apprehended by the government AI
- Created all art assets as well as designing UX/UI for gameplay, written in C# powered by Unity

VIRTUAL REALITY FLIGHT SIMULATION FIGHTER GAME

- Developed a virtual reality game where the user controls a flying hotdog truck and shoots at enemies to gain points
- Written in C# for the Oculus Rift using Unity engine

SELF ADJUSTING VANITY

- Designed and assembled a vanity that automatically adjusts the brightness of the lights based on its surrounding environment, displays the time, and has multiple remote controlled light settings
- Programmed logic on multiple ATMEGA1284 microcontrollers, written in C (details on Github under Mirror)

ACTIVITIES

ROSE HACK - WWW.ROSEHACK.COM · **Director**

July 2018 to Jan. 2019

- Launched UCR's inaugural 24-hour women-centric hackathon, with 200+ attendees and 100+ volunteers
- Oversaw a team of 10+ organizers, providing guidance on the development of marketing and communications, sponsorship, and event logistics

WOMEN IN COMPUTING · **Treasurer & Social Media Manager**

Mar. 2018 to July 2019

- Supported executive team by developing strategies to attain funding for organization and managing organization financials
- Developed strategies for member retention; lead bi-weekly workshops for 50+ active members regarding professional and technical development

CITRUS HACK - WWW.CITRUSHACK.COM · **Marketing & Operations lead**

Apr. 2018 to Apr. 2019

- Led a committee to develop event logistics including organizing several workshops, activities, meals, and more for 300+ attendees
- Created promotional digital assets (logo, website art, etc) using Adobe Illustrator, Photoshop, and After Effects for 1000+ students nationwide

AWARDS

GRACE HOPPER CELEBRATION, ANITA BORG SCHOLAR

Aug. 2018